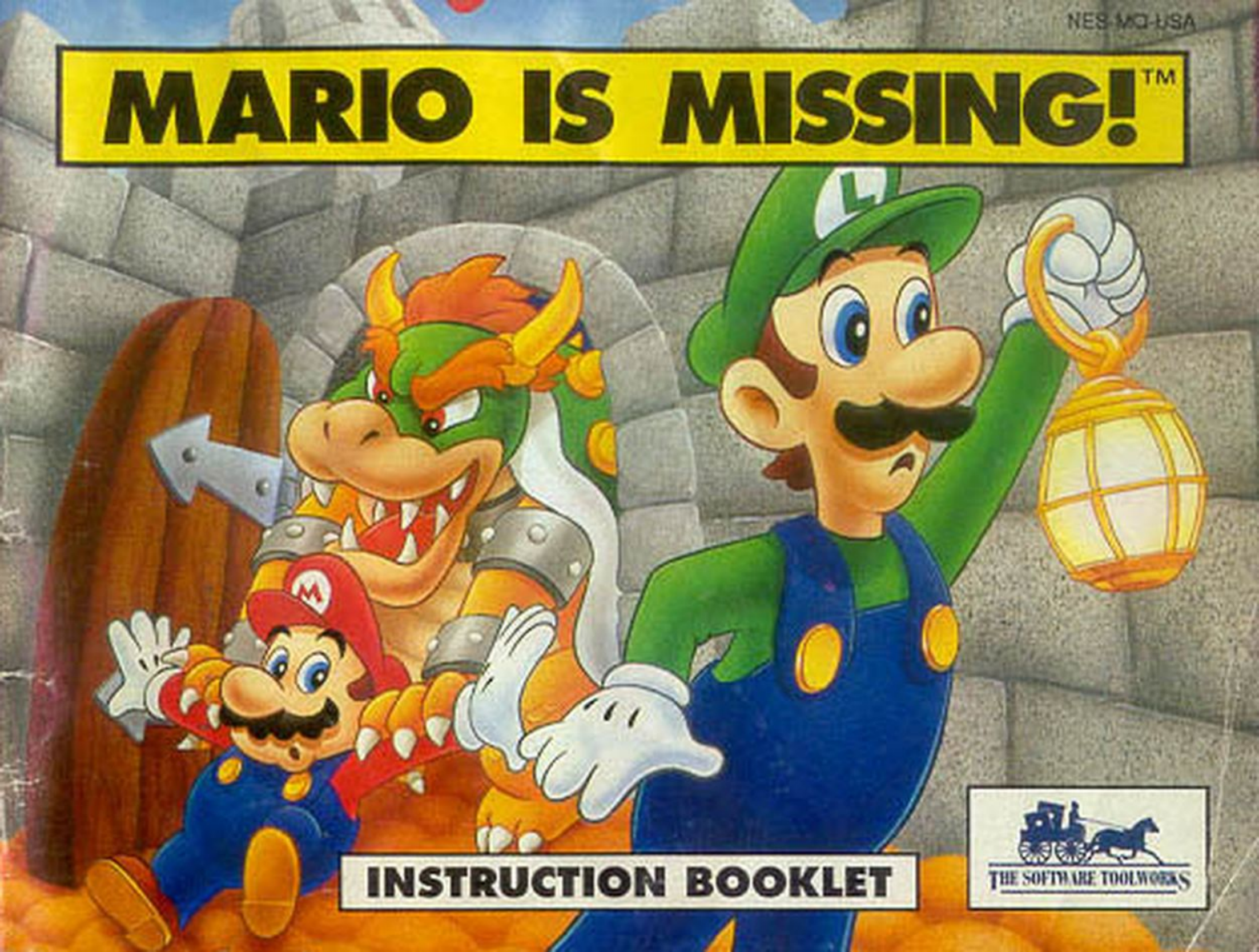
NES-MQ-USA

MARIO IS MISSING!™



INSTRUCTION BOOKLET

THE SOFTWARE TOOLWORKS

MARIO IS MISSING!

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Copyright © 1993 The Software Toolworks, Inc. All rights reserved. ™ and © 1993 Nintendo. MARIO IS MISSING!, MARIO, LUIGI, BOWSER, YOSHI, KOOPAS, and the MARIO BROS. are trademarks of Nintendo. The Software Toolworks is a registered trademark of and its logo is a trademark of The Software Toolworks, Inc.

60 Leveroni Court
Novato, CA 94949
(415) 883-3000

LICENSED BY

Nintendo®

NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

MARIO IS MISSING!™

Instruction Booklet

Licensed by Nintendo® for play on the Nintendo Entertainment System®

TABLE OF CONTENTS

STARTING THE GAME 2
INTRODUCTION 3
GAME CONTROLS 6
THE PLUMBER'S TOOLBOX 8
CITY SIGHTSEEING 15
NOTE TO PARENTS 20
TECHNICAL SUPPORT 21

STARTING THE GAME

To start the game:

1. Make sure your Nintendo Entertainment System® (NES) is turned off.
2. Put **Mario is Missing!** in your NES.
3. Turn on the NES.
4. At the title screen, press **Start** twice to play.
5. Inside Bowser's Castle, Luigi must enter a door (there are 7), and jump down a city Portal (there are 2 behind each door).

MARIO IS MISSING!

Introduction

Bowser's Plot

Oh no! Bowser and his bad boys are back to a life of crime — in your world! From his Antarctic castle, Bowser hustles his cold-blooded crew of Koopas into his Passcode Operated Remote Transport And Larceny System (PORTALS). The twisted turtles transport themselves to celebrated cities that suffer shell-shocking crime waves, as turtles trash landmarks and loot ancient artifacts. With dough from his slimy sales, Bowser hoards hair dryers from the Hafta Havit Hotline. His plot? Melt Antarctica and flood the planet! Whoa!

Mario's Fate

Will the brave brothers from Brooklyn permit this abominable snow plan? The boys say "Not!" Mario, Luigi and Yoshi trek across ice and snow to shellac the shelled ones' schemes. But Bowser's slick; in one last trick, he takes the dearest thing of all...

Mario is Missing!

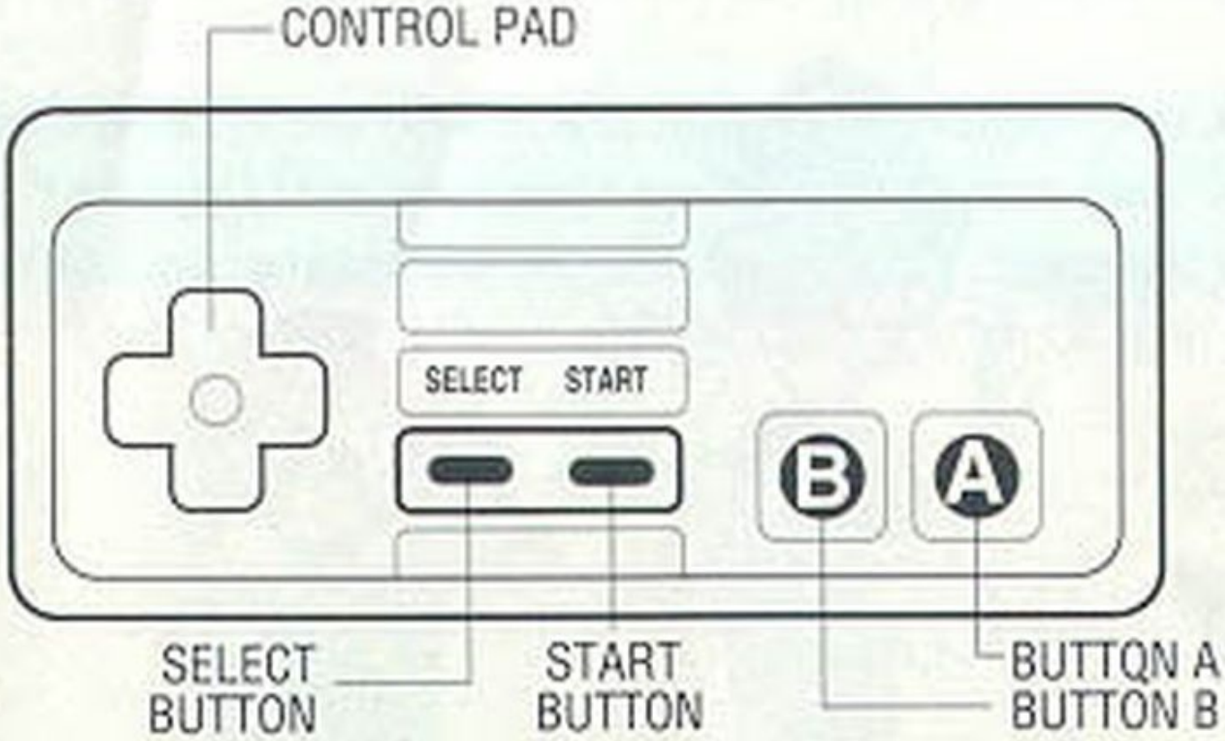
Luigi's Mission

Luigi must stop the Koopas, foil Bowser's plan, and find Mario. Sneaking into each Portal, Luigi is transported to a city in trouble. There, Luigi needs to nab each Koopa, grab its loot, and return the artifact to its proper landmark.

Along the way, Luigi explores the city, chats with the locals, reads maps, and solves puzzles. Help him do this before time runs out! Once he figures out where he is on the globe, Luigi must use the **Globulator** to call Yoshi. Luigi needs Yoshi's help to return to Bowser's castle and lock the Portal for that city.

GAME CONTROLS

Use the Game Controller to help Luigi on his travels.



Buttons

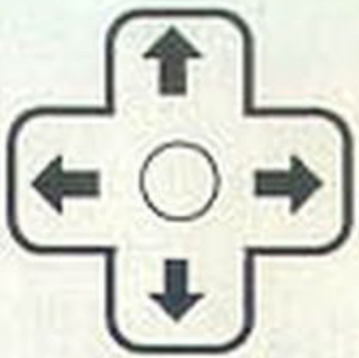
Start Begin the game, and do fun stuff with Tools.

Select Pick a Tool from the Plumber's Toolbox.

A Jump. Can be used with → ← and ↓.

B Run faster!

Control Pad



- → Run right (East).
- ← Run left (West).
- ↑ Run up street (North), or look up.
- ↓ Run down street at intersection (South), pick up loot, or jump down sewer pipe.

Note: Also use the **Control Pad** to enter castle doors, and to use Tools. *See The Plumber's Toolbox.*

THE PLUMBER'S TOOLBOX

Since a good Plumber needs the right Tools to do the job, Luigi has his **Plumber's Toolbox** (at the top of the screen). Press **Select** until you see the Tool you want, then press **Start** to use it. Also use the controls as shown:

City Map	**Start** also closes the map.
Fax/Phone	**Start** also hangs up the Fax/Phone.
?	Use the **Control Pad** to pick a question or an answer from the list, then press **Start** to talk and to play.
Globulator	Move Yoshi (N, E, S, W) with the **Control Pad**, then press **Start** to play.
Loot Bag	Use the **Control Pad** to point to a picture as needed, then press **Start**.
Computer	Use the **Control Pad** to see all info and to play.

Hint: Some Tools don't show up until Luigi talks to someone or gets an artifact from a Koopa.

City Map

Traveling by sewer pipe is fast (Phew!), but, hey, no view. Popping through a Portal, Luigi arrives--where? Select the **City Map** in the Plumber's Toolbox. This map shows Luigi, all streets, landmarks, and the approximate location of all citizens and Koopas. Use the map to help our clueless Plumber explore, talk to the natives (they're friendly), jump on Koopas, recover stolen artifacts, and return them.

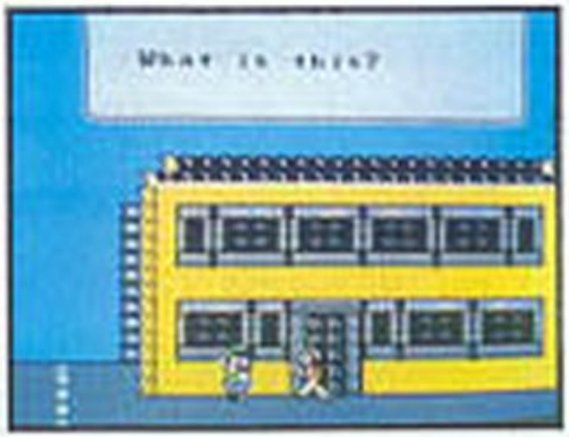
An ℹ marks the **Information Booth** for each burgled landmark, which also appears as a small picture on the map.

Hint: Koopas disappear from the map as Luigi stomps them out!

Fax/Phone

"Hello!?" As soon as Luigi pops into a city, he gets a one-time-only message from the local mayor on his **Fax/Phone.** Read the message and good luck!

Questions & Answers

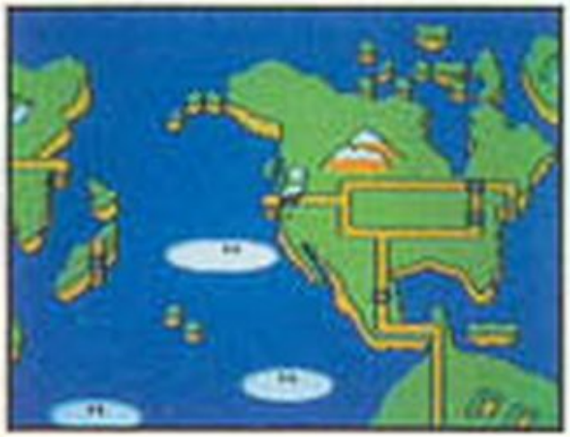


Our hero should be shy--NOT! Luigi has to talk to people, or else--he's stuck, Mario's trapped, the world's doomed.(OK! OK! So, talk already!) Since everybody loves to brag about where they live, local citizens give Luigi clues about the city name. Select ? in the Plumber's Toolbox, walk up to a citizen, and have a nice chat about the city or an artifact.

Hint: Luigi can only ask about an artifact that's selected in his **Loot Bag**.

Globulator

"Where am I?" As soon as Luigi knows the answer to this question, select the **Globulator**. Trot Yoshi from Antarctica to the correct continent, country, and city. Then press **Start** to keep playing.



If you chose the right city, Luigi will be riding Yoshi. After Luigi returns all stolen artifacts, Yoshi helps him use the exit Portal and return to Bowser's castle.

Loot Bag

You can't see the **Loot Bag** in the Plumber's Toolbox until Luigi jumps a Koopa and picks up at least one stolen artifact. When you open this Tool and point to a picture, Luigi can ask people questions about that artifact or return it to the Curator at the proper **Information Booth**.

Computer

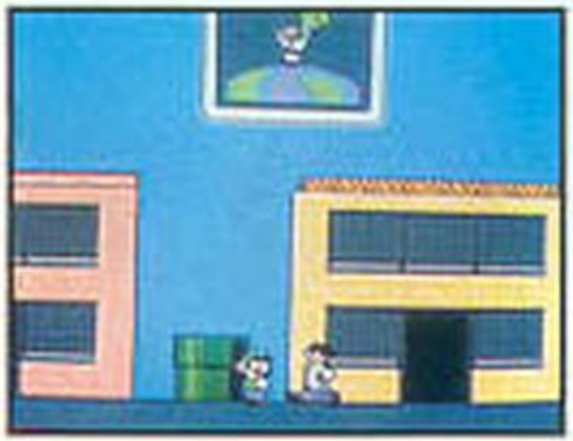
How's a Plumber to remember everything? Lucky for Luigi, he's got a portable **Computer!** This essential tool saves all clues that Luigi collects while sightseeing and chit-chatting, so you can read them anytime.

Use the **Control Pad** to read everything and to keep playing the game.

CITY SIGHTSEEING

Bopping Around A City

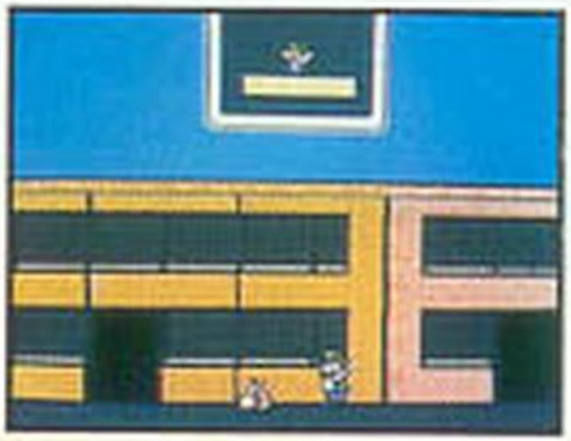
Luigi can explore a city by foot, with Yoshi, or by sewer pipe. The only way Luigi can get out of a city is to ride Yoshi down the exit Portal.



Hint: Luigi can move faster on Yoshi than he can by foot! Use the **Globulator** ASAP to call Yoshi.

Mopping Up The Koopa Problem

The Koopa crime wave is shell shocking! Thieving turtles infest nearly every street. None of them are up to any good. To get back stolen loot, give them all a boot!

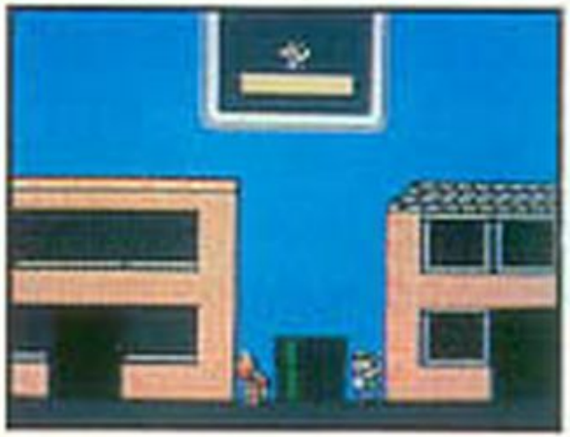


Luigi needs to jump on all the Koopas to find every sack of loot. When Luigi picks up a sack of loot it appears in the **Loot Bag** in the Plumber's Toolbox.

Hint: As Luigi cleans up Koopas, they disappear from the map.

Bird's Eye View

Don't forget to peek at the **City Map** in the Plumber's Toolbox! This helps to find people, Koopas, and landmarks.



Getting Important Info and Returning Stolen Goods

Visit each **Information Booth** to learn what that landmark is and what the Koopas stole from it. First collect an artifact and select it in the **Loot Bag**. Next select ? in the Plumber's Toolbox. Then Luigi can walk up to the Curator and talk.

If Luigi has the stolen artifact, answer the questions asked by the Curator and return it.

Hint: If he's riding Yoshi, Luigi doesn't have to look up to talk to the Curator.

Scores and Passwords

Luigi earns his just reward each time he returns an artifact. After Luigi and Yoshi jump down an exit Portal, the score and password for that level appear. Write down the Password, then press **Start** to go back to Bowser's castle in Antarctica.

The next time you play, press **Start**, point to **Continue**, and press **Start** to go to the Password screen. Use the **Control Pad** to enter the Password letters and numbers, then press **Start** to play.

NOTE TO PARENTS

Dear Parents,

Mario is Missing! is a fun way for kids to learn about geography and world cultures. But to get the most out of the game, your child may need a helping hand. Here are some things you can do to help.

- Encourage your child to read all the clues and pamphlets at the Information Booths in the game to learn facts about each city and country that Luigi visits.
- If your child is a young reader, please help him or her read clues and pamphlets.
- Discuss current events relating to places that your child visits with Luigi.
- Share newspaper and magazine articles about those places with your child.
- Show your child the cities and countries on other maps and globes.

We hope that the process of helping your child will be rewarding and that you will learn something and have fun, too!

Ciao,

Mario & Luigi

TECHNICAL SUPPORT

For Technical Support in the **USA:**
The Software Toolworks, Inc.
60 Leveroni Court
Novato, CA 94949
Telephone: (415) 883-5157
Fax: (415) 883-0367

For Technical Support in **Europe:**
Mindscape International
Priority House, Charles Avenue
Maltings Park, Burgess Hill
West Sussex, RH15 9PQ
England, United Kingdom
Telephone: 0444 246-333
Fax: 0444 248-996

For Technical Support in **Australia and New Zealand:**
Mindscape International
5/6 Gladstone Road
Castle Hill, New South Wales
Australia 2154
Telephone: (02) 899-2277
Fax: (02) 899-2348

Limited Warranty

The Software Toolworks, Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

The Software Toolworks, Inc. does not warrant that the Game Pak will meet the purchaser's specific requirements. ANY STATEMENTS MADE CONCERNING THE UTILITY OF THE GAME PAK ARE NOT TO BE CONSTRUED AS EXPRESS OR IMPLIED WARRANTIES.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ANY IMPLIED WARRANTIES INCLUDING IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE EXCLUDED.

IN NO EVENT WILL THE SOFTWARE TOOLWORKS, INC. BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES OF ANY KIND IN CONNECTION WITH THE GAME PAK.

Some states do not allow the exclusion or limitation of incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. Address all correspondence to:
The Software Toolworks, Inc., 60 Leveroni Court, Novato, CA 94949,
or call:

USA	(415) 883-5157
UK	(0) 444 246-333
Australia	(02) 899-2277

G T 30604

60 LEVERONI COURT
NOVATO, CA 94949
(415) 883-3000

PRINTED IN JAPAN